

GAMING MACHINE HAVING DYNAMICALLY CONTROLLED LIGHT DISPLAY

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ABSTRACT OF THE DISCLOSURE

A gaming machine includes a display, a memory, processing circuitry, and border surrounding a least a portion of the display. The border includes a plurality of lamps. In some embodiments, the lamps are red, blue, and green light emitting diodes covered by a semi-transparent cover. In some embodiments, the memory includes instructions for activating portions of the lamps in the border in order to increase the visual appeal and excitement of the game, to direct the player to different portions of the display, to direct the player to take some action, or to indicate the status of the machine. Thus, the lamps are dynamically controlled based on events occurring in the game, based on events occurring in the gaming machine platform itself, or based on other factors to not only create interest in playing the machine but also to inform a player or an attendant of certain events occurring in the machine.